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JAN 03 2005
PATENT & TRADEMARK OFFICE

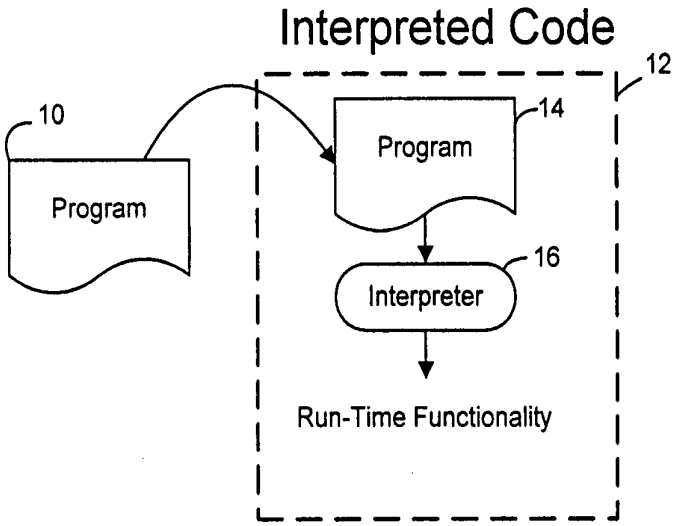

Fig. 1A

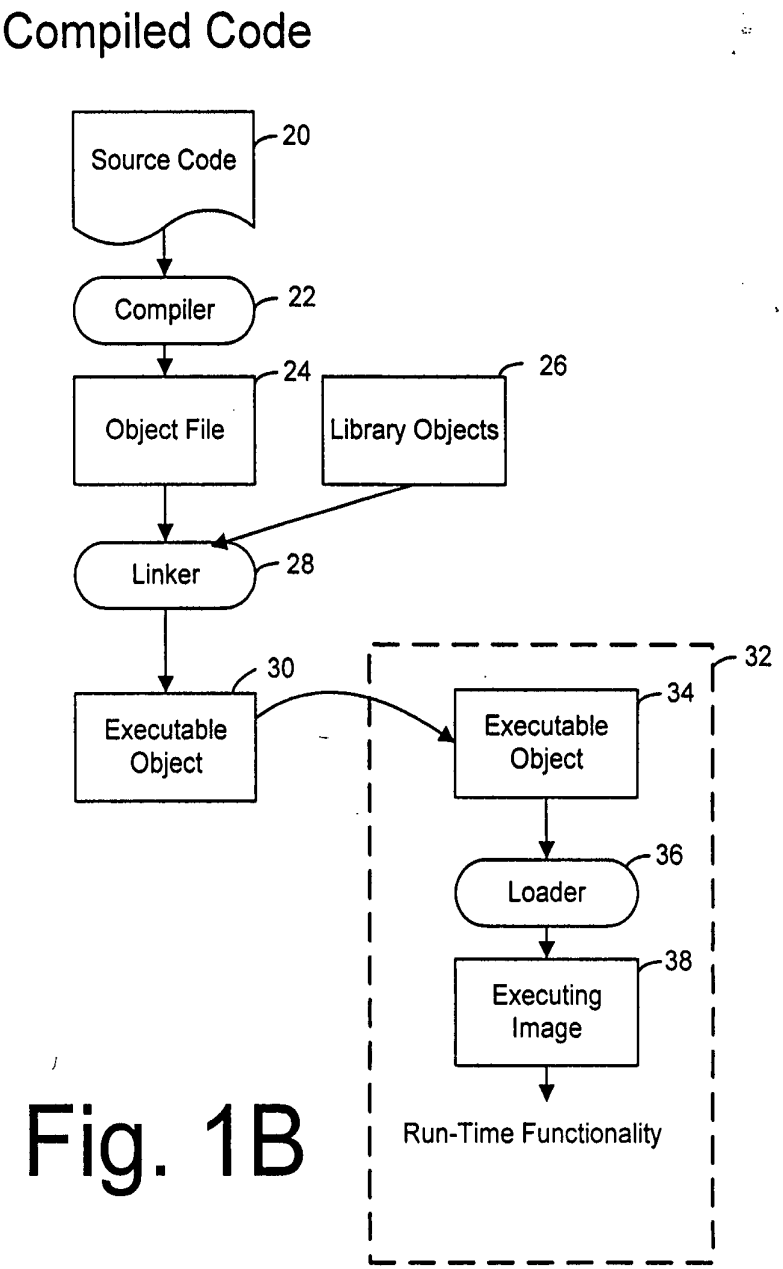

Fig. 1B

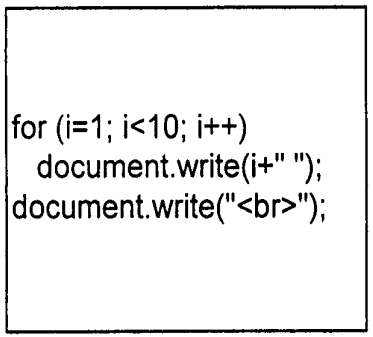

Fig. 1C

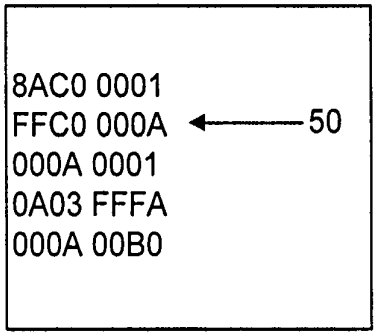

Fig. 1D

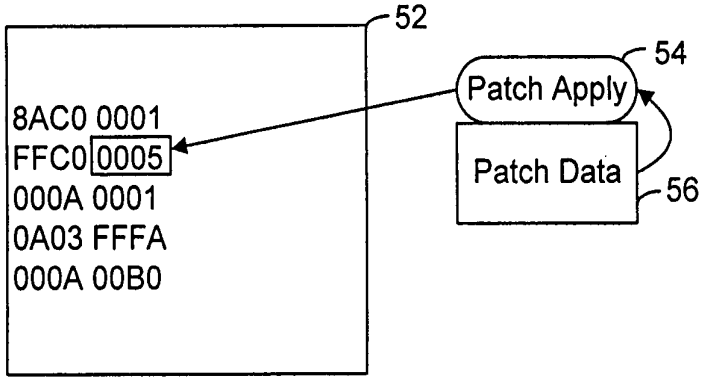

Fig. 1E

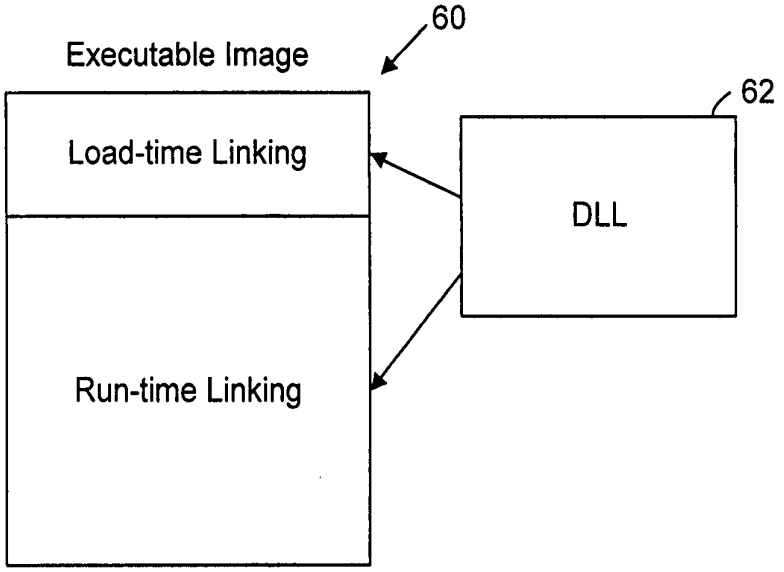

Fig. 1F

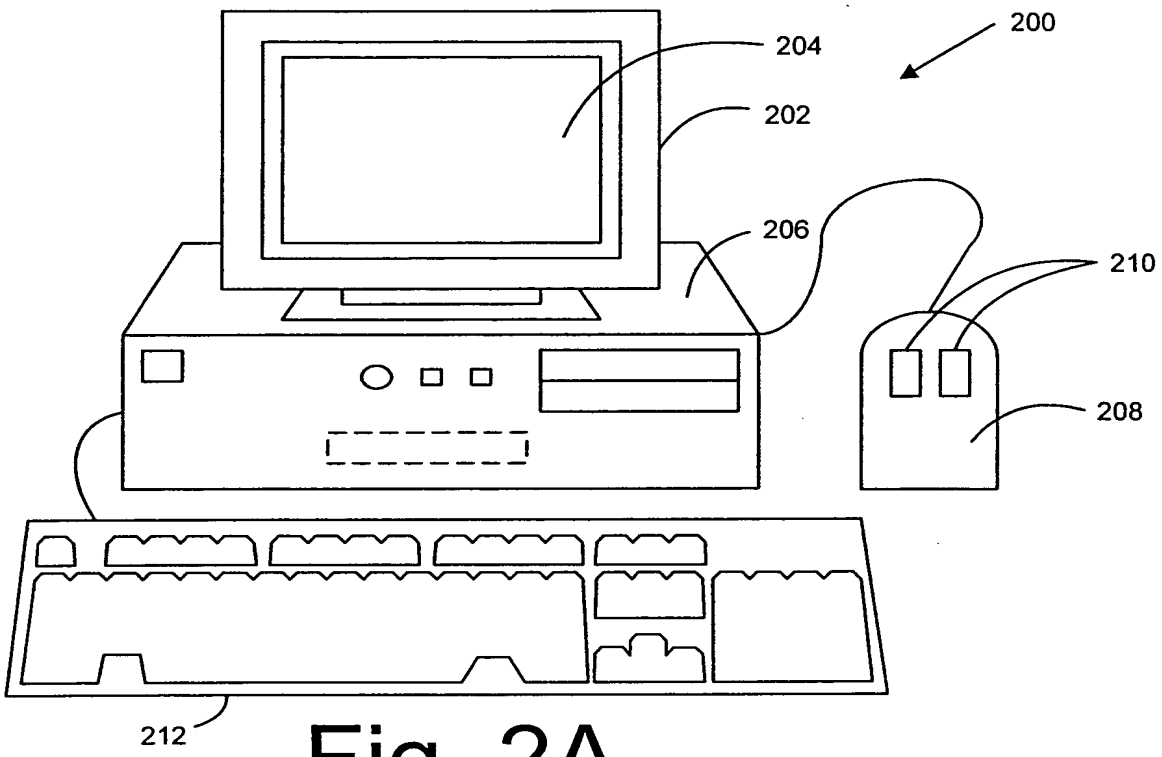
200
204
202
206
210
208
212

Fig. 2A

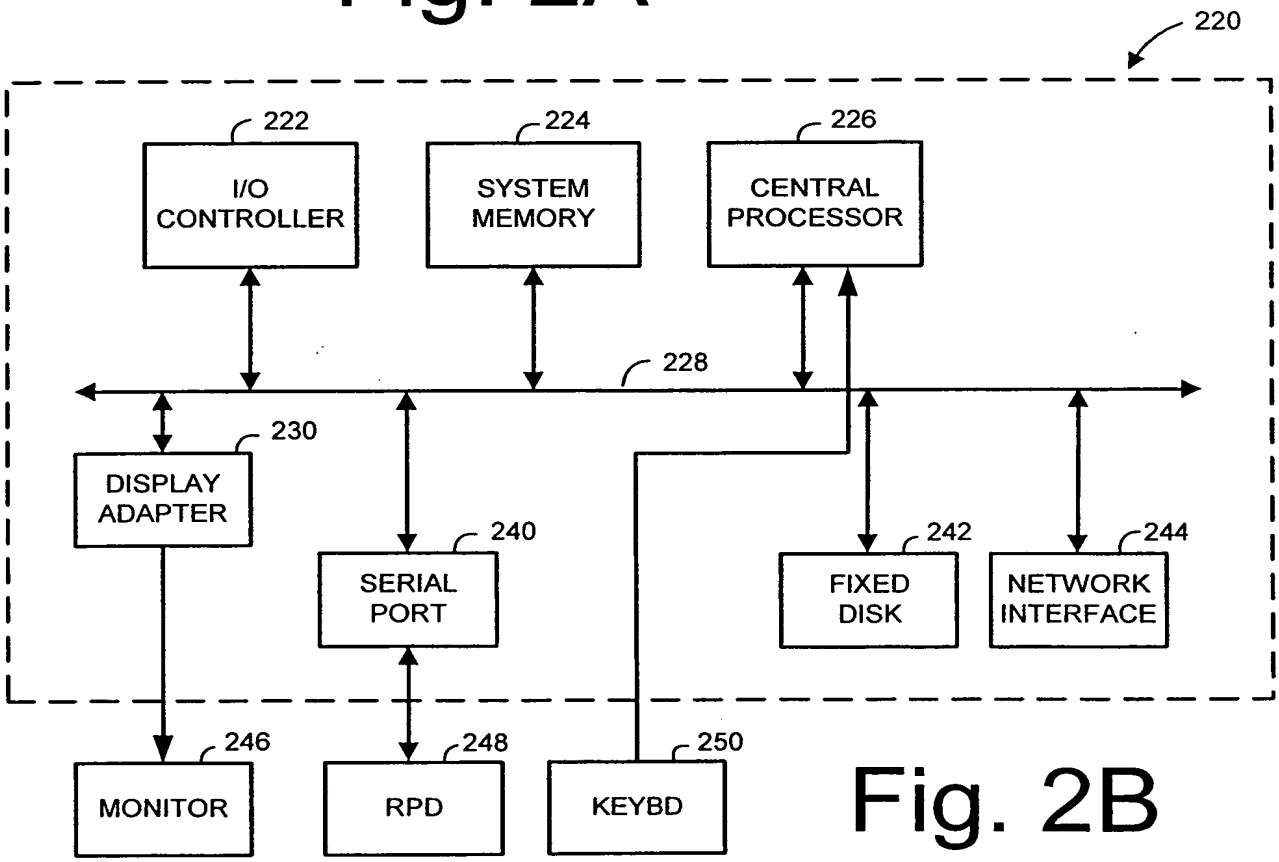
220
222
I/O CONTROLLER
224
SYSTEM MEMORY
226
CENTRAL PROCESSOR
228
230
DISPLAY ADAPTER
240
SERIAL PORT
242
FIXED DISK
244
NETWORK INTERFACE
246
MONITOR
248
RPD
250
KEYBD

Fig. 2B

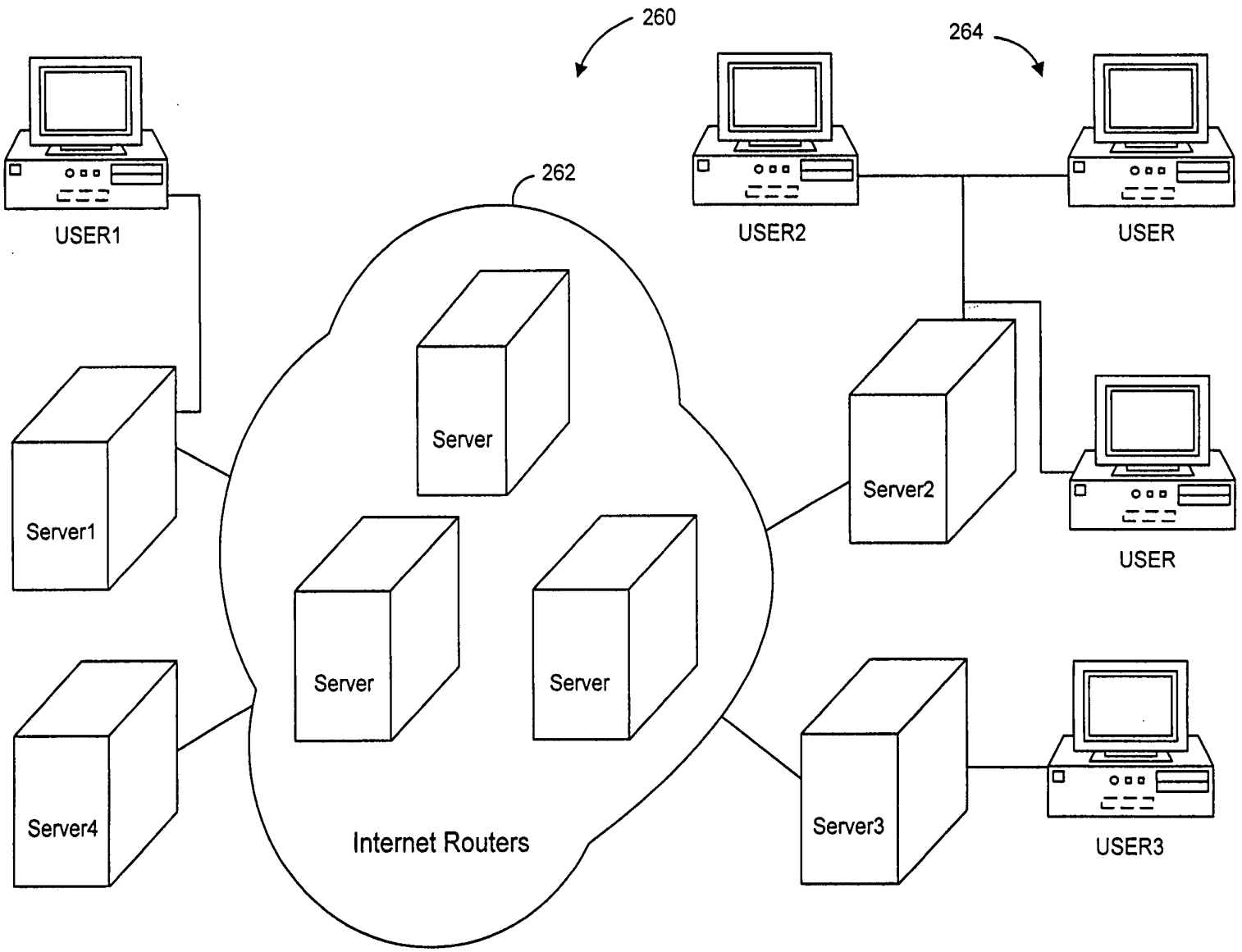
260
264
262
USER1
USER2
USER
Server
Server1
Server2
USER
Server
Server
Server4
Internet Routers
Server3
USER3

Fig. 2C

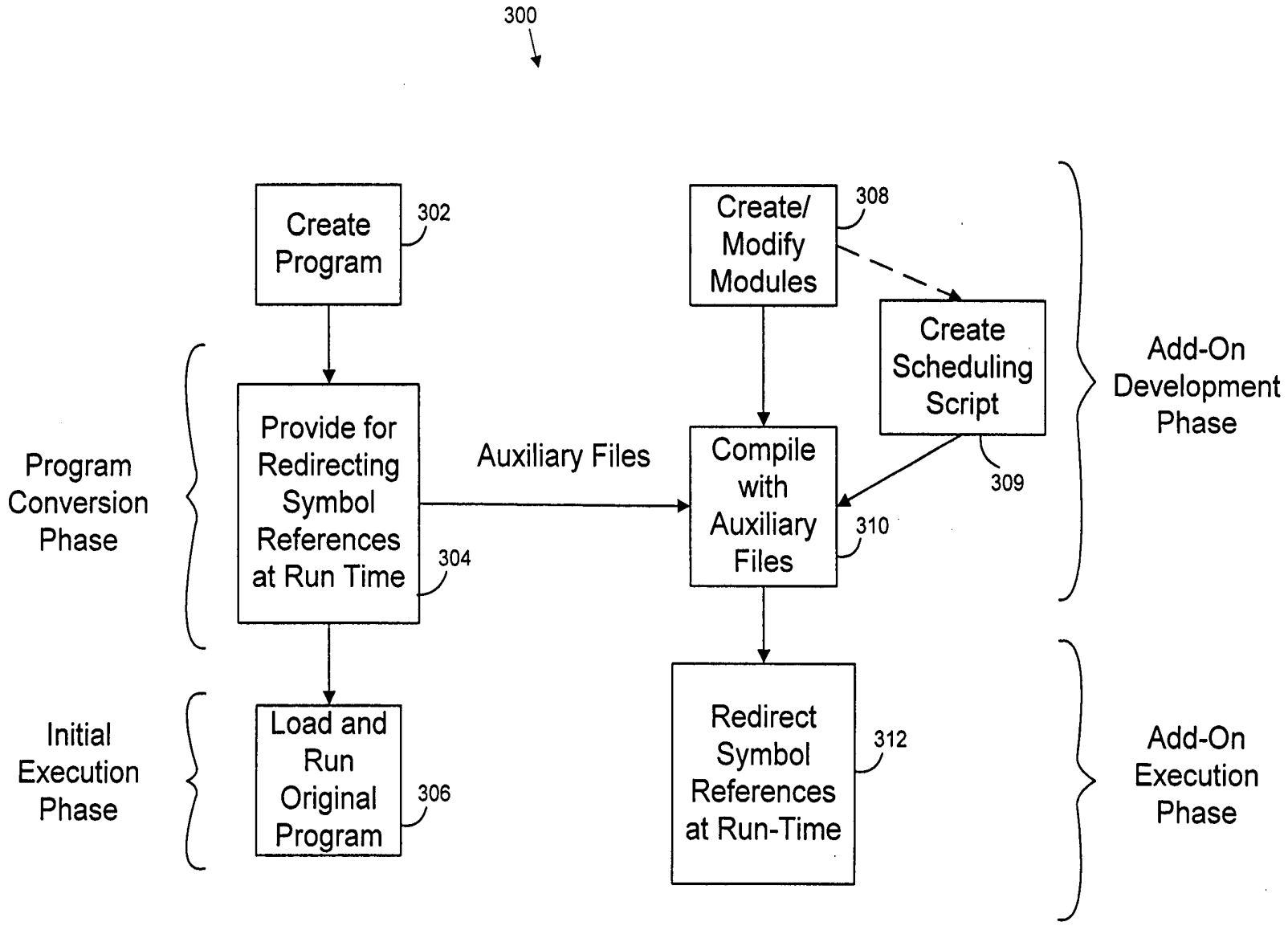
300
Create Program
302
Create/ Modify Modules
308
Create Scheduling Script
309
Add-On Development Phase
Program Conversion Phase
Provide for Redirecting Symbol References at Run Time
304
Auxiliary Files
Compile with Auxiliary Files
310
Initial Execution Phase
Load and Run Original Program
306
Redirect Symbol References at Run-Time
312
Add-On Execution Phase

Fig. 3A

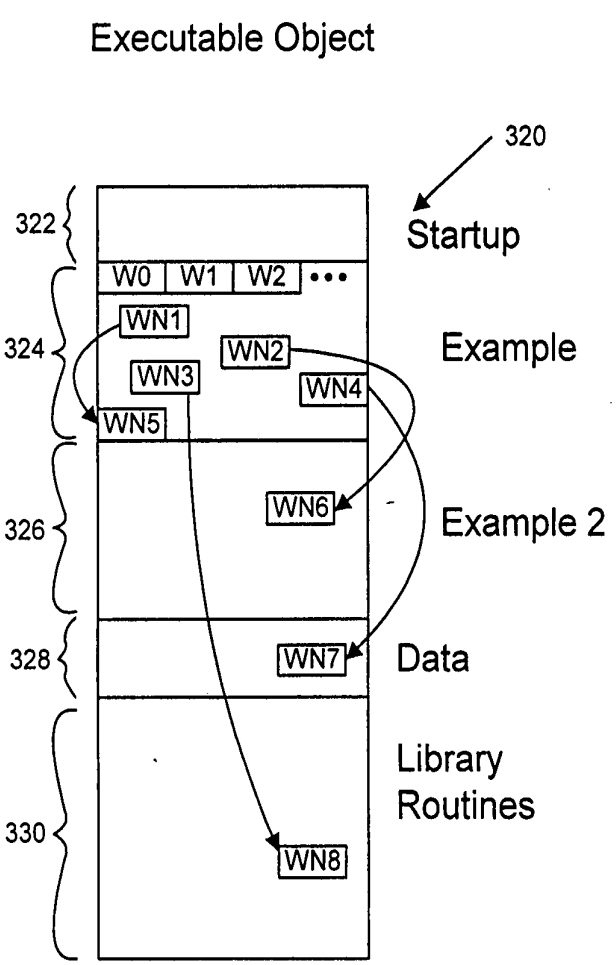

Fig. 3B
Prior Art

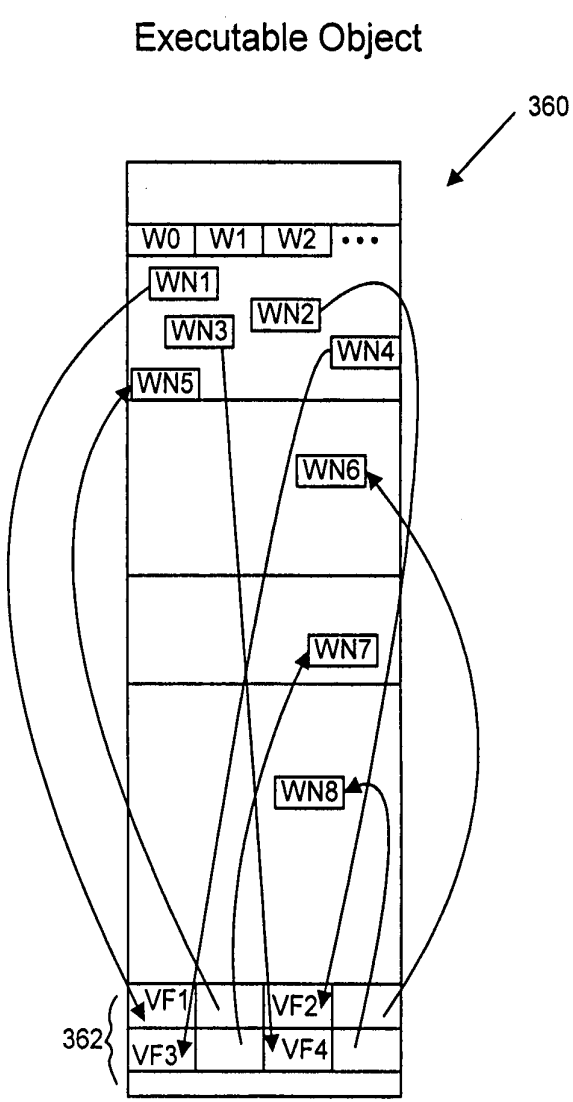

Fig. 3C

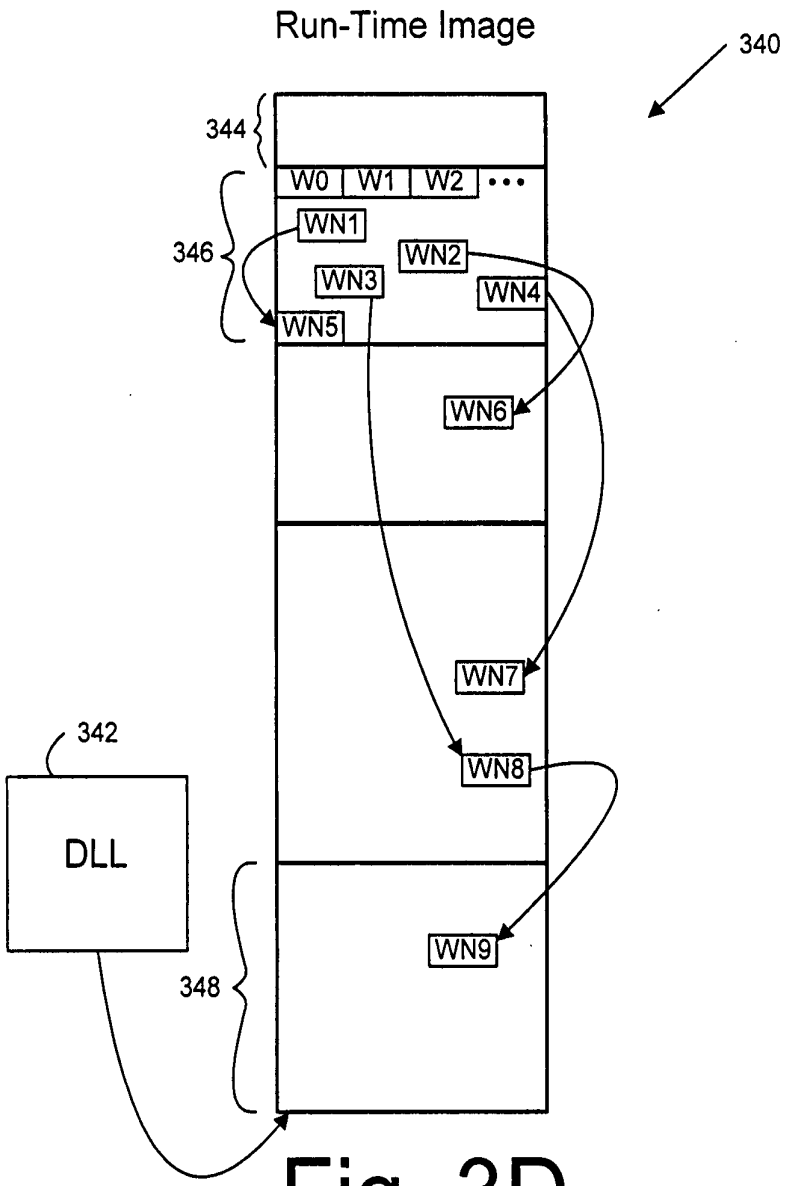

Fig. 3D
Prior Art

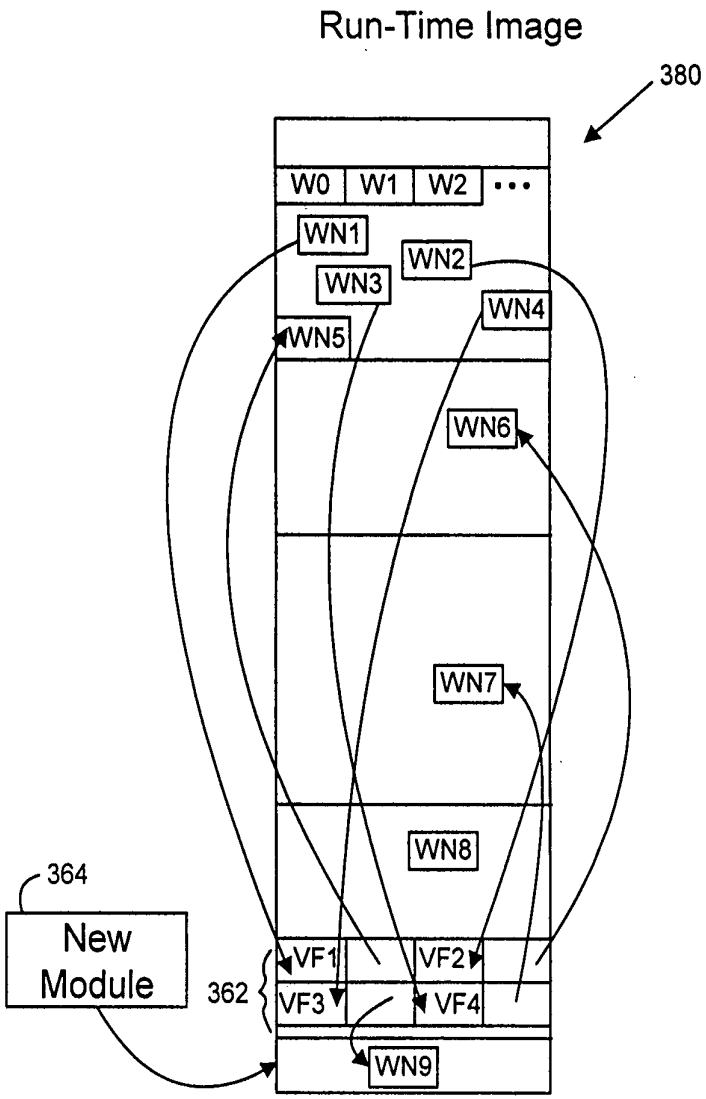

Fig. 3E

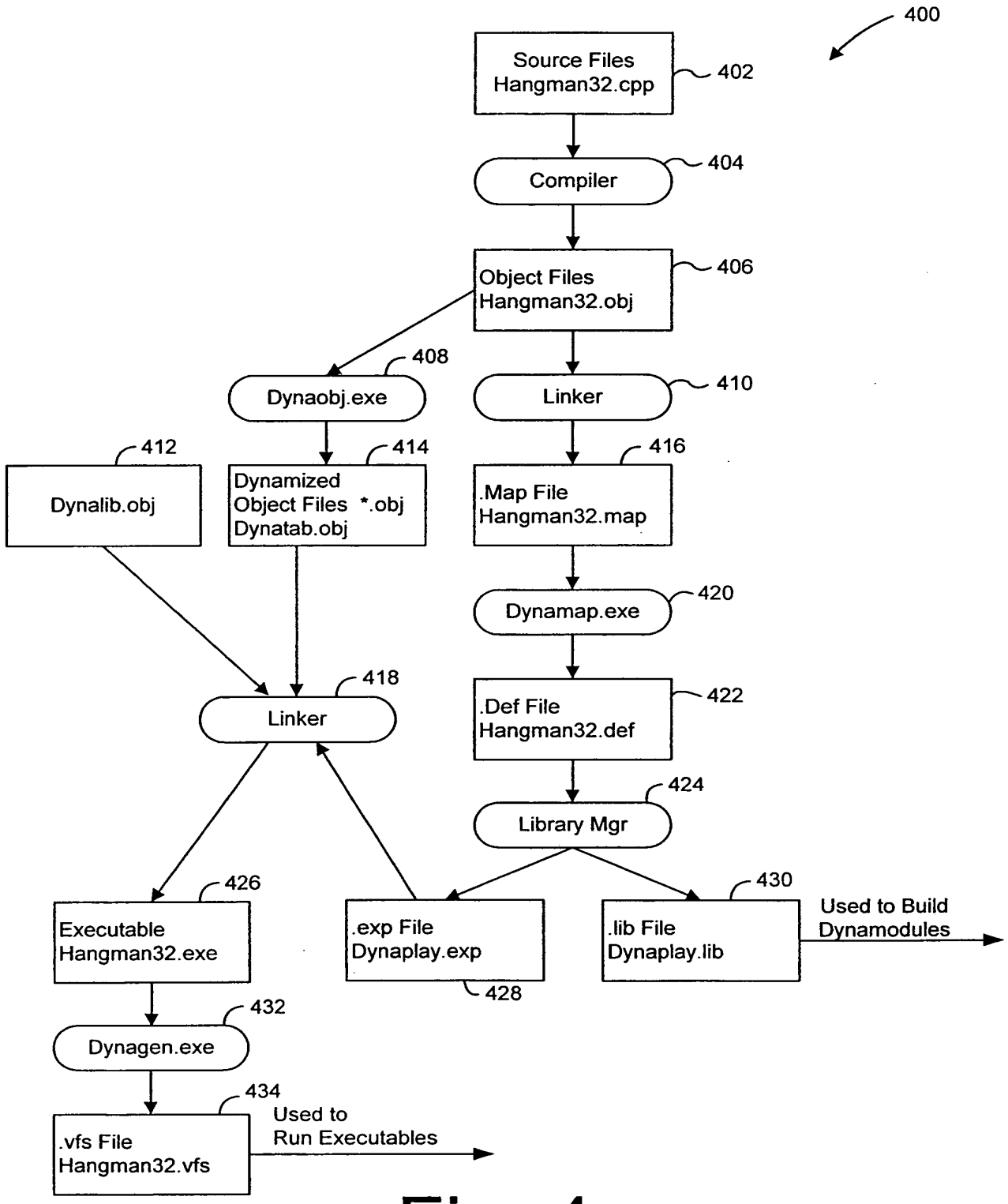
400
Source Files
Hangman32.cpp
402
Compiler
404
Object Files
Hangman32.obj
406
Dynaobj.exe
408
Linker
410
Dynalib.obj
412
Dynamized
Object Files *.obj
Dynatab.obj
414
.Map File
Hangman32.map
416
Dynamap.exe
420
Linker
418
.Def File
Hangman32.def
422
Library Mgr
424
Executable
Hangman32.exe
426
.exp File
Dynaplay.exp
428
.lib File
Dynaplay.lib
430
Used to Build
Dynamodules
Dynagen.exe
432
.vfs File
Hangman32.vfs
434
Used to
Run Executables

Fig. 4

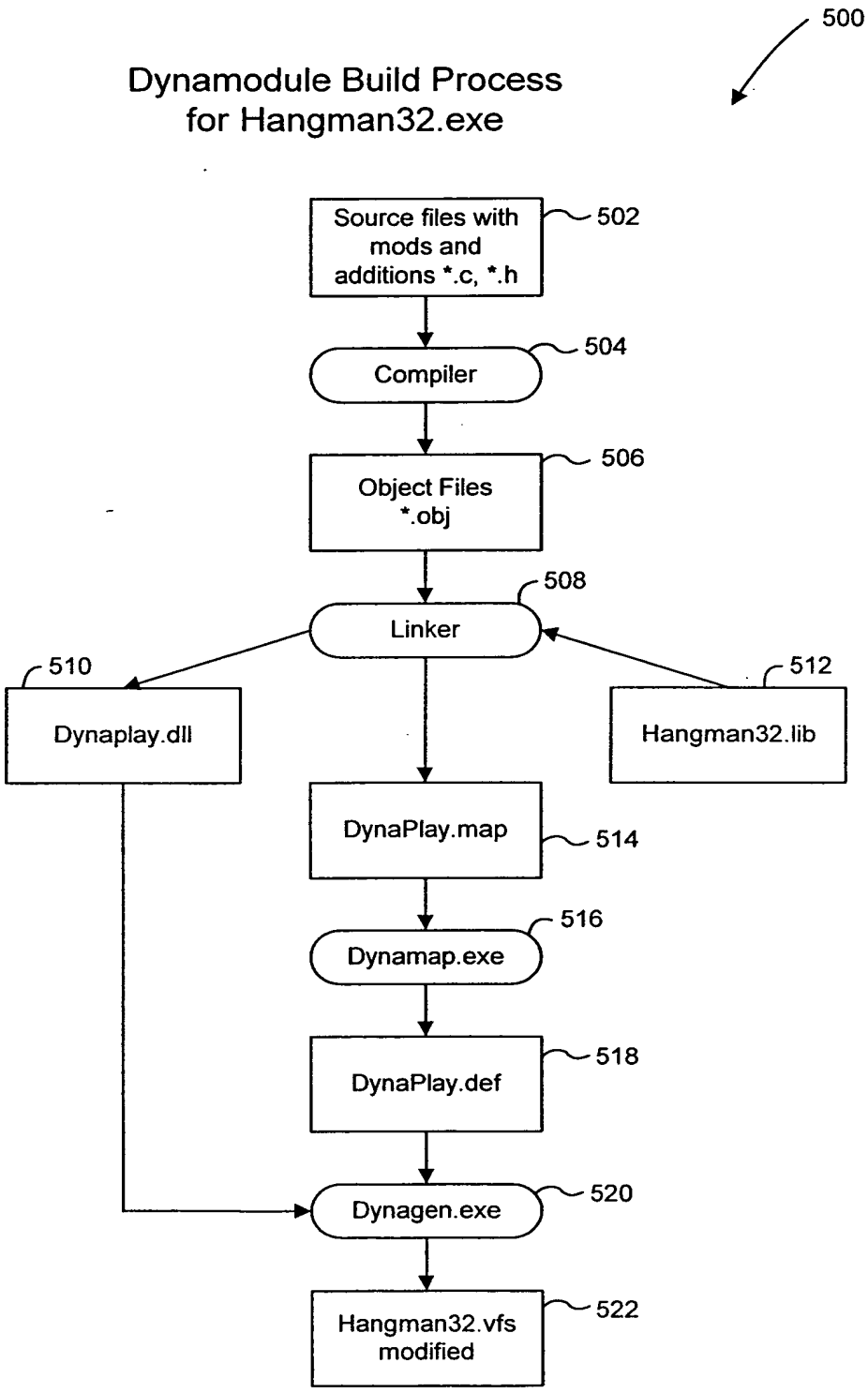
500
Dynamodule Build Process
for Hangman32.exe
Source files with mods and additions *.c, *.h
502
Compiler
504
Object Files *.obj
506
Linker
508
Dynaplay.dll
510
Hangman32.lib
512
DynaPlay.map
514
Dynamap.exe
516
DynaPlay.def
518
Dynagen.exe
520
Hangman32.vfs modified
522

Fig. 5

Deliver, Load and Run
Dynamized Program

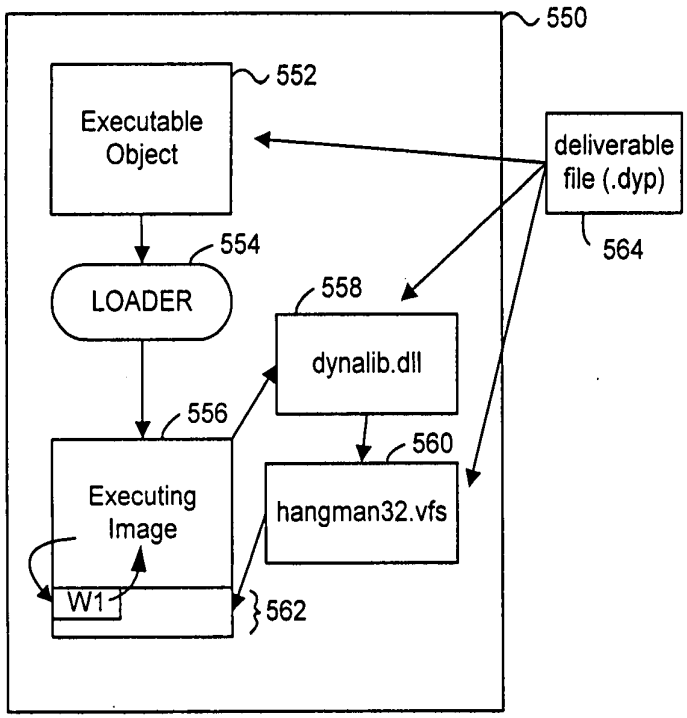

Fig. 6A

Deliver, Load and Run
DynaModules

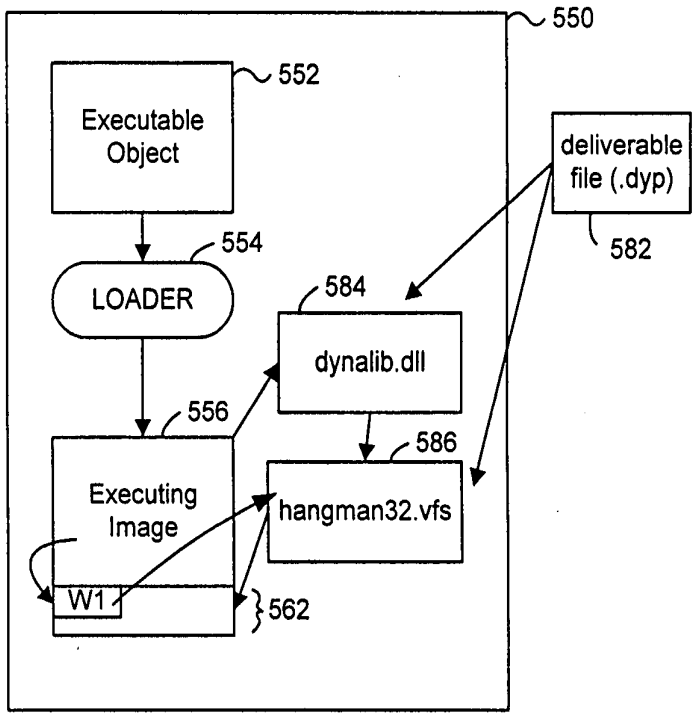

Fig. 6B

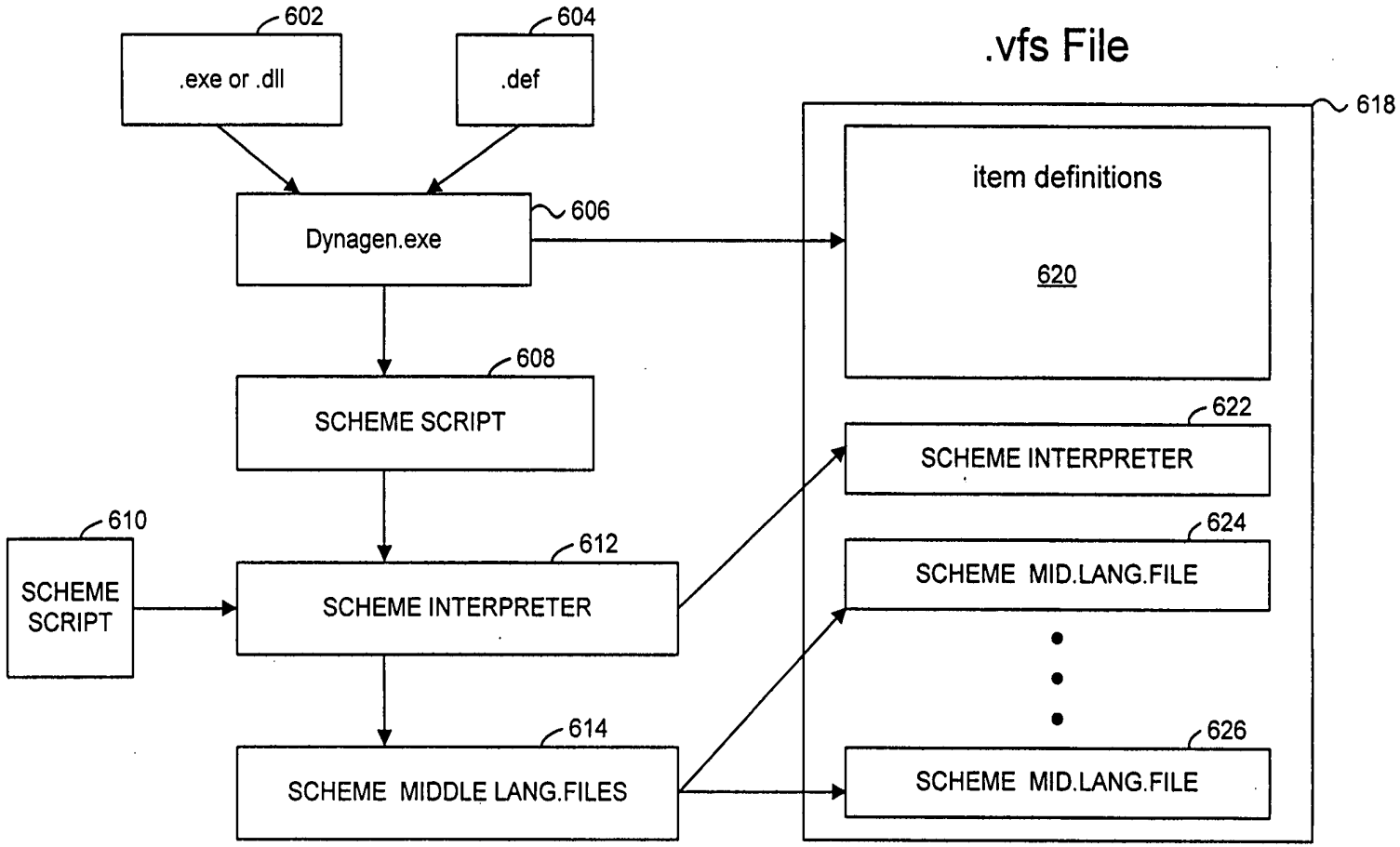
602
.exe or .dll
604
.def
.vfs File
618
item definitions
620
606
Dynagen.exe
608
SCHEME SCRIPT
622
SCHEME INTERPRETER
610
SCHEME SCRIPT
612
SCHEME INTERPRETER
624
SCHEME MID.LANG.FILE
614
SCHEME MIDDLE LANG.FILES
626
SCHEME MID.LANG.FILE

Fig. 7

```
---------- Script File ----------
This file represents to talk Dynaplay Server via Internet.

; ##########################################
;  #            This is selfandheat.dll Ship File
;  #    Created by Dynagen.exe     Date: Wed May 20 16:46:58 1998
; ##########################################
/app:net fighter.exe
/dynamodule:C:\Program Files\Net
Fighter\DynaModules\SelfAndHeat\DynaRelease\selfandheat.dll | selfandheat/selfandheat.dll
/initscname:selfandheat.dll
/initsc: (begin\
(define  (http-send-data data) \
  (let-values  ( [ (in out)  (tcp-connect "auriga.segasoft.com" 80) ] ) \
    (let  ((cont #t)) \
      (fprintf out "Post  /cgi-bin/send-data-dynamodule3 HTTP/1.0 ~% "
      (fprintf out "Content-type: text~%"
      (fprintf out "Content-length: ~a~%~%" (string-length data)) \
      (fprintf out "~a" data) \
      (do ((data (read in) (read in))) \
          ((or (eof-object? data) \
               (not cont)))  \
        (if (string? data) \
          (begin (load-from-port in) \
                 (set! cont #f)))) \
      (close-input-port in) \
      (close-output-port out) \
      ))) \
(enable-dynamod "selfandheat/selfandheat.dll" "net fighter.exe" \
' ((84 . #x1000) (184 . #x2b80) (103 . #x3ab0) (107 . #x3d10) (109 . #x48e0) \
(115 . #x5280) (145 . #x69e0) (146 . #x6a50) (147 . #x6b90) (148 . #x7280) \
(149 . #x7310) (150 . #x7350) (151 . #x78e0) (152 . #x7e40) (153 . #x8370) \
(154 . #x85e0) (155 . #x86d0) (156 . #x94a0) (216 . #x9a70) )) \
(thread (lambda () \
  (let loop () \
      (sleep 10) \
      (if (defined? 'user) \
  (if (not (number? user)) \
    (http-send-data user)) \
  (if (not (defined? 'SelfPlay-RUN)) \
    (loop)))))))
```

652

654

650

Fig. 8